

D2 | TEAM-Sim



Design + Technology = Effective Communication.



D2 TEAM-Sim is a full-service interactive multimedia company specializing in **training** and **communication** for the defense industry and government agencies. Our dedicated team of game designers, programmers, video producers, editors, 2D and 3D artists, works with our clients to develop the most effective training products possible.

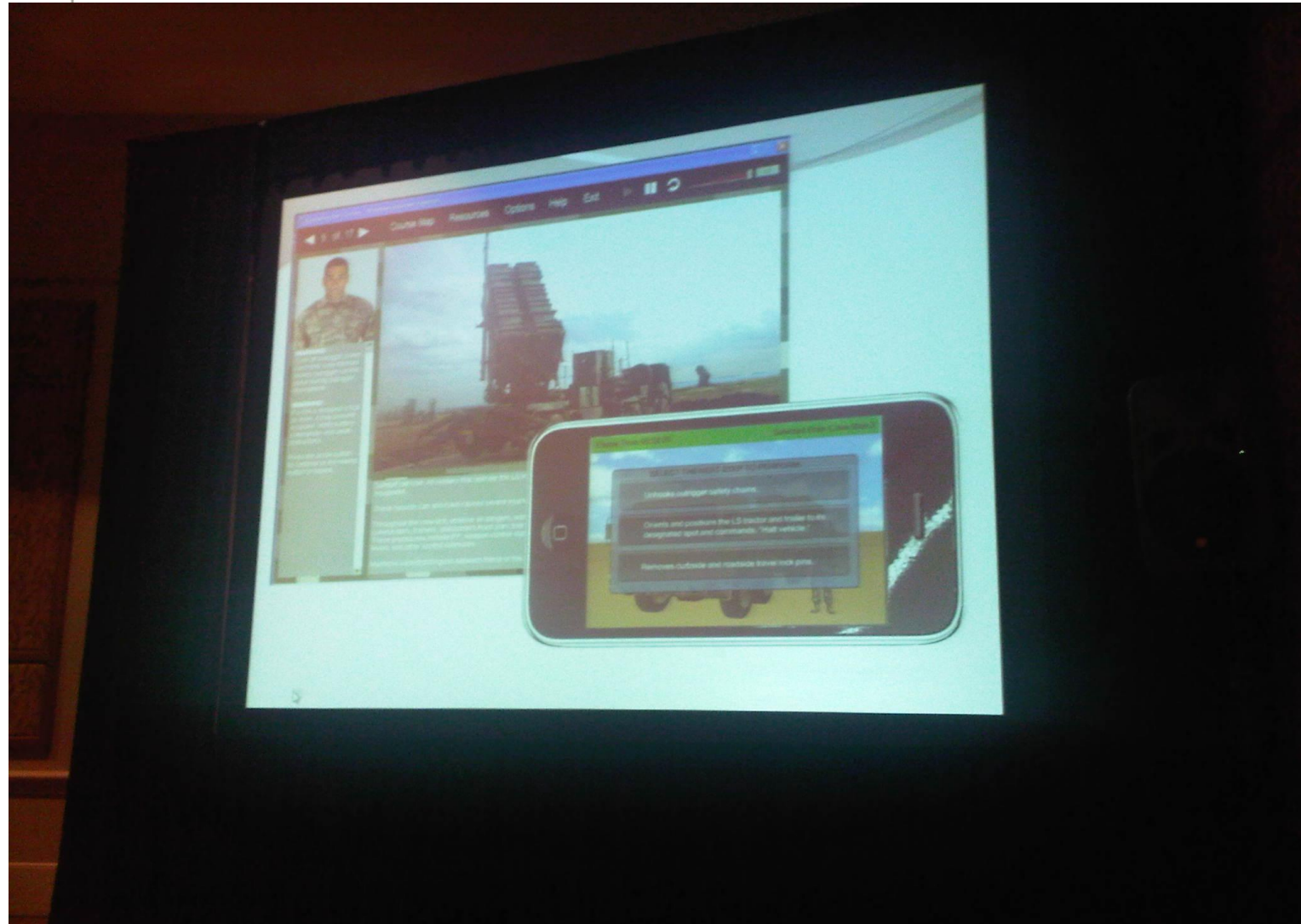
OUR MISSION:

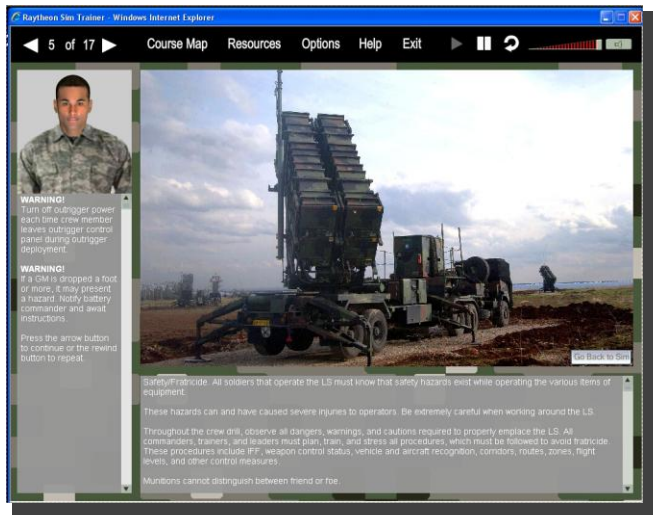
To provide our clients with high quality, interactive training solutions in a fraction of the traditional development time and cost.

Our Goal:

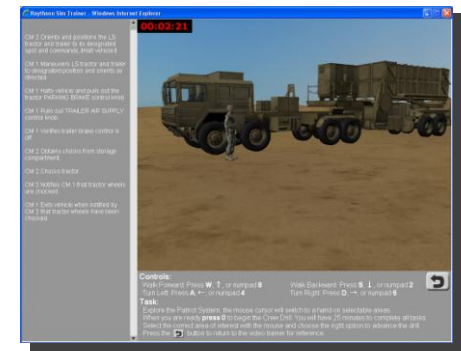
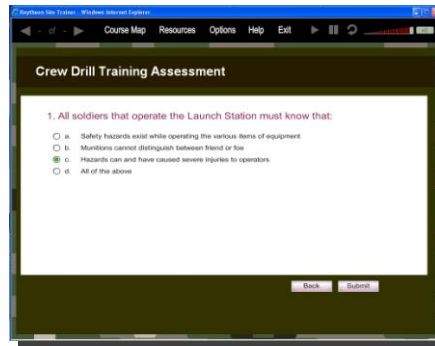
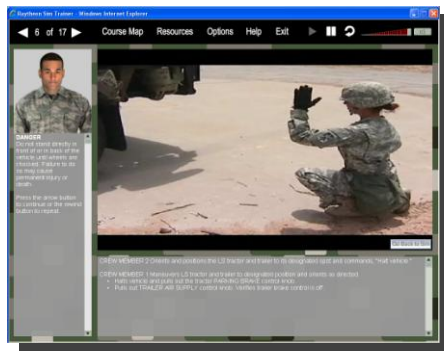
Any Laptop, Anytime, Anyplace!

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A blended solution incorporating all 4 levels of IMI with an After Action Review at the completion of each module.



Two Man Launcher Crew Drill Prototype

- Reference Material
 - Videos of Two Man Crew Drills provided by Raytheon
 - ARTEP-44-635-Drill Documentation
- Crawl – Walk – Run
 - Conforms to ABCS Style Guide for PEO C3T
 - Mirrors ARTEP-44-635-Drill manual
 - Provides after-action review
 - Simulation utilized to engage student

Challenges

- Limited access to SME
- Limited reference material
- Prototypes designed around materials provided
- Limited access to funding

Achievements

- Over 2 hours of IMI
 - Video
 - Flash
 - 3D Models and actors
 - Motion Capture and Animation
 - Interactive Simulation
 - Link-back to video for refresher
 - After-action Review
- Framework from which additional modules can be developed/deployed quickly and cost-effectively

Fort Bliss 12 March 2009

- Raytheon Montana St. facility
- 4 NCO's from 3-6 ADA
 - Sgt. Kiser
 - Sgt. Lopez
 - Sgt. Nelson
 - Sgt. Richard
- Intent is to review IMI training, and to determine
- if of sufficient fidelity and accuracy to present to
- student test group.



Achievements

- Received "Go this station" on our IMI training from Instructors
- NCO's provided useful feedback and criticisms.
 - Expressed a uniform belief that what we have is an extremely valuable step that they believe soldiers will gravitate to.

Fort Bliss 13 March 2009

- Raytheon Montana St. facility
- 12 Soldiers from 3-6 ADA
 - No prior “hands on” experience with the Patriot Launch Station hardware.
 - Morning Session
 - 8 Soldiers to be put through our IMI instruction
 - 4 Soldiers to attend AIT conference training
 - Afternoon Session
 - Take soldiers out on equipment in Abernathy Park
 - IMI soldiers on 1st Launch Station
 - AIT Conference soldiers on 2nd Launch Station
 - Have soldiers demonstrate what they learned

Fort Bliss 13 March 2009

Results

- IMI test group took to the Computer-based training “like ducks to water”
 - Needed minimal instruction
 - Wanted to run the training portions repeatedly
 - Competition amongst soldiers to get the “Best Time”
- Soldiers provided useful feedback and criticisms.
 - Enjoyed the IMI Training
 - Felt they actually learned something
- At Abernathy Park
 - IMI test group was able to tell their instructors what steps they needed to perform
 - Control Group needed to be told by their instructors what steps to perform



Experiment II

4 - 6 August 2009

- Objective: conduct more thorough experiment to gather objective data on IMI prototype training
- **Training conducted over three days**
 - Control group attended regular AIT training
 - Test group participated in IMI training.
- **Two groups of soldiers per day (8 – 10 soldiers per session)**
 - Morning session – soldiers just starting 14T training
 - Afternoon session – soldiers who have graduated 14T training.



IMI Training Migration to Handheld Device (iPod touch)



Data Points:

- 75% soldiers completed Sim “mission”.
 - 75% soldiers were able to complete the Sim mission on their 3rd attempt.
 - 25% soldiers completed training multiple times.
- 75% soldiers scored 75% or higher on the initial assessment.
- 100% soldiers showed improvements in time and assessment scores.

“Time-on-task is an important part of learning. The more time you spend rehearsing, exploring options, and studying outcomes, the better you will become at a skill. Games can add to that by encouraging soldiers to spend more time learning a skill. “

Dr. Roger Smith, PEO STRI
Video Games in Military Training: An Interview with Roger Smith
by Alice Atkinson-Bonasio
August 29, 2008

